

# CLAW & FANG

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Deadlines are on the 10th of the month for my games; the 7th for most Guest GM games.  
Subscription rate is 6 months for \$2.00. Game fee is \$3.00 per game in addition to a  
subscription. THERE ARE GAME OPENINGS WITH GUEST GMs. Twenty four games are currently  
running in C&F--most are by inserts to players only to permit the maximum nongame  
material in C&F. (All inserts are available for an additional 15 cents per month.)  
Articles, puzzles, recipes, etc are solicited from readers. Remuneration is at the  
rate of \$1.00 credit per published page of material. (One third page equals 1  
issue, 1 page 3 issues, 3 pages equals 1 game fee, and with more than that you get  
to split my operating deficit.) CLAW & FANG is copyrighted by Don Horton. Diplomacy  
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This issue is dedicated to the rhinoceros. Whether due to stupidity or nearsightedness  
there are numerous reports of rhinos charging automobiles, reducing them to wreckage.  
There is even one recorded incident of a rhino charging a railroad train. Passengers  
were awakened by a tremendous jolt. Peering out the train windows they saw the rhino  
scramble to its feet and stagger off snorting and shaking its head.

This reminds me of the story about the Polish\* dog that fractured its skull chasing  
parked cars. [\*If you are Polish read that Slobbovian. If you are Slobbovian you  
couldn't read it in the first place.]

## HOW TO WIN FRIENDS AND INFLUENCE YOUR ENEMIES

by Stephen Hueston

The basic factor in postal Diplomacy is a quick pen and lots of stamps. For only  
by communicating with the other people in the game can you accomplish anything. If  
you never write, no one will ally with you because they haven't any idea of what you  
plan to do. And this is especially true if they write to you and you don't reply  
right away. The delayed response will always be interpreted suspiciously.

Getting allies is the first basic problem of Diplomacy. The second problem is  
keeping them. Again, unless you write, your ally will think suspicious thoughts about  
you and may begin to make plans on his own. And these plans may just include a stab.  
The last great problem is converting enemies into allies. And this can only be  
accomplished by writing to them. Who knows, maybe he's been getting the silent treat-  
ment from his ally and is beginning to wonder about him. You'll never know unless  
you write.

Now that the idea of writing is firmly established the next problem is what to  
say. First of all, don't abuse the person. Unless you know them very well abuse will  
usually cause a hostile reaction. Only if they're a worm will this impress them,  
and who wants to be allied with a worm? Also, don't use blatant flattery, most people  
will laugh at it and think you silly. Subtle flattery is, of course, something else.

I feel the best approach is a calm rational appraisal of the situation, perhaps  
slightly biased in your favor. This will appeal to his reason, something most of us  
are inordinately proud of. If he rejects your appeals you may wish to resort to  
flattery and abuse, but only as a last resort. If he accepts your logic then you  
may gain an intelligent and useful ally.

The best thing to do is to project yourself into the letter. Don't use bland  
stock phrases, be yourself and let it show. People usually distrust letters that  
appear to have been written by a computer.

So it matters little what type of alliance you're interested in, write. For  
only by communicating can any kind of alliance be built. A letter of peaceful intent  
can also lull a suspicious ally's mind and ready him for a little surgery.

## THE TELEPHONE AND DIPLOMACY

by Galen Workman

The late 20th-Century, tell-all international mood demanded that diplomats expose themselves to detailed and bizarre scrutiny. The drops of sweat on President Sadat's nose were the subtle signals of 1978 diplomacy. Under the hot video lights a dry skin would be interpreted as confidence while any shine would broadcast the uncertainty of the Egyptian leader. Foreign policy was conducted by cosmetics and close-ups.

Luckily, our world of the early 1900s runs on a gentler, more human standard. Not only are we free from the worry that a misplaced burp will trigger an international crisis, but the communication media are mercifully slower. Consequently, we are able to study more thoroughly the positions of our fellow leaders before reacting. The major powers can afford to allow their initial impulses to subside when news is brought to them. They can plan their replies and moderate their feelings.

The advantages of the present system are obvious. The 1978 diplomat would unwittingly betray a pending alliance rearrangement by an unconscious twitch during an electronically arranged, across-the-seas discussion. The present day foreign ministers, on the other hand, can avoid potential disputes with allies simply by overlooking matters which might cause conflicts.

In 1978 if Egypt said at noon that it wanted jet fighters from the United States, by 1:30 some cub reporter would ask the American Secretary of State in front of a large audience whether or not the USA intended to fulfill Egypt's request. The reporter would demand an immediate, precise answer, and the cabinet minister would not dispute the propriety of the question.

In our era, however, a letter from Russia requesting Turkish support for the Russian army attacking into Bulgaria is handled with thoughtfulness and, if you will, diplomacy. If the Sultan cannot free a unit to support Russia, he can avoid a dispute by not touching on the request for assistance in his next communique to Russia. Direct conflict is thereby avoided, Russia is spared public embarrassment, and the two countries are still on speaking terms with each other.

Given the clear benefits of the present methods of diplomacy, the use of the telephone by some international players is perplexing. Phoning represents an atavistic method of communication which often confuses the world politics. Virtually every advantage of modern diplomacy is nullified by the intruding immediacy of the telephone.

Who has not suffered from the use of the phone? Personally, I have watched an ally grow distrustful after I failed to sound appropriately enthusiastic over proposed mutual moves. Only by luck was I able later to explain the aching head and general hangover I had had.

The worst dilemma brought about by the phone is the call from a demanding neighbor. Often a bordering country will ring up and want to know exact plans for the next five years. An English neighbor in one game insisted that I commit my troops to his assistance before I had had the chance to exchange letters with the other leaders. After five minutes of attempting to sidestep the question, I refused to agree. That lead directly to the 1903 German-English war. The civilized patterns of 1900 diplomacy had been ignored, and one would have thought that the savage '70s were in full swing.

The philosophers, too, have an argument against diplomacy by telephone. Only the rich nations can afford the luxury of chatting with their allies; only they can avoid the casino delivery of the postal service; and, only these wealthy can receive instantaneous feedback and modifications on their alliance proposals. Those countries of modest wealth cannot engage in the telephone negotiating. This deprivation surely must violate the poorer countries' right to equal protection under international law.

In the end, however, the telephone fails on practical grounds and not because of moral principles. The phone demands off-the-top-of-the-head responses. The damage done by momentary bad moods and ill-conceived answers brands the telephone a poor instrument for use in foreign relations. We must not slip backward from the modern era of postal diplomacy.

## THE WRAP UP OF 1976BW

## The Centers and Players:

	00	01	02	03	04	05	06	
AUSTRIA	3	5	7	7	7	8*	10**	Dave Ditter (drew S07)
ENGLAND	3	4	4	6	8	8	6	Edward Karlinski (dro F04), Andy Cook
FRANCE	3	3	4	3	3	3	2	Gary Burce
GERMANY	3	5	4	4	5	6	7	Dennis Goldston (drew S07)
ITALY	3	5	5	6	5	6	8	James Kjol (drew S07)
RUSSIA	4	5	6	4	2	0	-	Lee Kendter, Sr. (out F05)
TURKEY	3	4	4	4	4	3	1	Jim Diehl (res F06)

GAMEMASTER: Gary Behnen (dro S02) Don Horton

## The Players' Statements:

DENNIS GOLDSTON (Germany): This was undoubtedly my most memorable and exciting game. Merely look back to my Fall 1902 position and you will understand the sheer panic I felt then. The mail had left me NMR, England had taken Sweden from me, Russia had taken Berlin and Munich from me, the Russian had units in Berlin, Munich, and Bohemia plus he got a build while I had to remove one, and last, but not least, I had no sure friend in the game at all. Then Austria switched sides and hope returned.

The game had started well, but the first letter from Russia was ominous. He didn't ask for Sweden, or negotiate, or anything friendly--he demanded Sweden. The Russian player was good, and no good player wrote such a letter unless he had something in the hole to back him up. I was certain it wasn't Austria, and thus the Russian-Turkish alliance was a sure thing for me. I resolved to concede nothing to Russia and I wrote incessant warnings to the other players. Italy seemed to be watching Austria and Austria wavered. But after Fall 02 he committed and then the tide turned.

There was still an uphill struggle. England had to be kept at bay while Russia was overcome and there were no units to spare, so constant writing, pleading, and warning (first about Russia-Turkey and then Austria) had to suffice. Did the diplomacy work? I can't be sure, but England hesitated just long enough and I recovered. That was a mistake Andy Cook inherited, and he was too late to overcome it. France, too, was always in the picture, but very enigmatic and seemingly unpredictable. My only goal was to keep him from attacking and again I wrote continually.

This game had many lessons for me. Always, always, always write, write, and write again. Never give up until your last unit is gone. Be cautious, but when survival requires trusting somebody, then trust. And don't ever let anyone tell you there's no luck in this game. I worked hard, but I was lucky.

Thanks to Don Horton for his usual expertise. Thanks to Dave Ditter for a perfect alliance. Thanks to Jim Kjol for a fine effort with Italy. I enjoyed this game immensely and the 3-way draw was very just.

DAVE DITTER (Austria): First let me say that Dennis Goldston proved to be an ally's dream. He always stayed in touch and his diplomacy alone, really enabled him to be among the winners of this game. I'm sure both Italy and Germany agree that I was in the best position for a win, but I find this 3-way draw totally gratifying. Jim Kjol (Italy) proved very trustworthy and helped me most (as did Germany) when I needed it versus the solid alliance of Diehl and Kendter (Turkey and Russia) at the start of the game. Lee and I had quite an argument on ethics concerning his alliance, but I feel I know him as a friend just the same. For me this was my most enjoyable Diplomacy game so far.

JIM KJOL (Italy): Immediately at the beginning of the game the Russian and Turkish players formed a coalition. Germany and Austria had already formed an alliance and I was faced with joining one of these groups. My opening moves put me in position to take either Marseilles or Trieste and to take Tunis with my fleet. I had already decided not to join the Russian-Turkish alliance because their only expansion would have to be west, and eventually I would be exterminated. With much convincing by Austria and Germany I joined them. Germany would sweep west against England and

(continued overleaf)

France. Austria would push east against Russia and Turkey. I would split my forces and aid in both campaigns. After early gains by me in France I was soon stalemated. Meanwhile, Germany hit Russia from the North and weakened him enough for Austria to make gains in Southern Russia. This combined with our attack on Turkey soon eliminated Russia and left Turkey alone. Turkey held on despite our attempts and it was a stalemate for quite awhile. I was soon able to get my fleets into the Atlantic and with Germany's in the North Sea we asked for a draw. Our first was voted down but eventually we got it. I think that the three-way alliance of the middle countries is one of the best to play because no one player has to fight on two fronts alone. In all it was fun, but the delays dragged it a little.

1975HF

GM: FANGMASTER

FALL 1911: FRANCE WINS!!!

AUSTRIA Diehl (14, 2 short): F Smy\* H, A Rom\* H, A Tyo\* H, A Boh\* H, A Nap\* H, A Sil\* H, A War\* H, A Mos\* H, A Lva\* H, A Pie\* H, A Pru\* H, A Tus\* H  
 CTRS: Home, Ser, Bul, Gre, Rum, War, Sev, Mos, Ven, Syy, Rom, Nap, SMY (14)

FRANCE Baumeister (17): F Eng-Nth\*, F Bal\* S A Ber\* H, F NAF\* S F Tun\* H, F WMed\* S F Spa(sc)-Lyo\*, F Bot\* S A StP\* H, A Kie-Den\*, F Swe-Fin\*, A Hel-Kie\*, A Mar\*-Pie, A Ruh\* & A Bur\* S A Mun\* H, A Gas-Spa\*

CTRS: Home, Spa, Por, Bel, Den, Lvp, Lon, Hol, May, Edi, Swe, Ber, Kie, Mun, Tun, STP (18)

RUSSIA Don Ditter (3): F Ion\*-Tun, F Tyn\*-Lyo, A Arm\* H CTRS: Ank, Con, Syy (2)

## THE WRAP UP

	00	01	02	03	04	05	06	07	08	09	10	11	
AUSTRIA	3	5	6	8	9	10	12	13	13	14	14	14	Jim Diehl
ENGLAND	3	3	4	5	5	4	1	1	0	-			Margaret Gemignani (out F08)
FRANCE	3	5	6	7	8	9	11	11	14	15	17	18	Don Dewsnap (res F09) Konrad Baumeister
GERMANY	3	5	3	2	0	-							Michael Hanagan (out F04)
ITALY	3	4	5	6	7	6	4	4	1	0	-		Bill Klitzke (dro F09) C.D. (out F10)
RUSSIA	4	6	8**6	5	4	4	5*	3	4*	3	2		Rod Zaccalini (dro S05) Don Ditter
TURKEY	3	4	2	0	-								J.A.D'Le Whonette (out F03)

KONRAD BAUMEISTER: I won't write a final statement since I had so little to do with anything that passed in the game.

JIM DIEHL: All units hold. Austria congratulates France on its victory.

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## THE DIPLOMAT'S OTHER TABLE

## Impossible Pie

by Mark Berch

Preheat oven to 350°. Then take a short break, because the preparation time is shorter than the time it takes to heat the oven. Blend the following in a blender:

- 4 oz margarine (1 stick)
- 2 Cups milk
- 2 teaspoons vanilla extract
- 1 Cup granulated sugar
- 4 eggs
- $\frac{1}{4}$  teaspoon salt
- $\frac{1}{2}$  Cup flour
- 1 Cup shredded coconut or crushed pineapple

If you like things a little more heterogenous, add the coconut/pineapple only at the end of the blending. Grease and flour a large pie pan (10 inch). Pour the above into the pan and bake 30-40 minutes, or until set. The pie makes its own crust as it bakes. This pie is "impossible" to screw up. You will never find an easier pie recipe.

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ANSWER TO LAST MONTH'S PUZZLE (by Lee Bardwell): Hartley-England, Flynn-France, Turner-Germany, Smith-Italy, Green-Turkey, Jones-Austria, Roberts-Russia

## SPACELANES

by Tony Watson

[Last month Tony reviewed several ground miniature SF games. This time he discusses the miniatures available to use with those games.]

## GROUND MINIATURES

These are miniature infantry pieces. All are 25mm and made of metal. They are rated for: Coml--the completeness of the line offered, Phys--the physical quality of the pieces, and Over--an overall impression. Prices list the range of prices, the lower number usually being the price of a single infantryman.

McEwan/35¢-\$2

Coml 5 Phys 4 Over 5

These figures are for use with STARGUARD and ORILLA. The McEwan line is easily the most extensive available. This is mainly due to the fact that weapons and basic figures are cast separately. The figures must have their arms bent to hold weapons, and Jetpacks etc must be glued to the figure (a feature I don't care for). In addition to infantry, some heavy weapons and grav-sleds are available (60¢-\$1) as well as robot castings (50¢-\$2). Recommended (simply because these are the figures I have chosen for gaming purposes.)

Archive/\$1.98-\$2.95

Coml 1 Phys 3 Over 2

This line seems to be a bit tongue in cheek (Starduck and Space Dwarves?) and expensive as three figures average \$2.29. I can't see where this group of pieces would be of much use for gaming purposes.

Grenadier/35¢-\$1.65 (Inf is 10/\$2.75) Coml 3 Phys Over

I have not actually seen any of these figures so I cannot pass any judgment on quality. There are above thirty figures of four types as well as some more expensive special weapons.

Stan Johanson/30¢ (in packs of 10)-\$1 Coml 3 Phys 3 Over 3

This line includes three types of figures: Planetary Legionaires, Death Raiders, and Sentinels of Xybant, all human types, with three to five poses of infantry. Special weapons and fliers are \$1 per. Also included is a line of Sitans, which are nothing more than red and green Martians from Burroughs' books and suitable for the rules listed above.

Minature Figurines/35¢-60¢ Coml 4 Phys 3 Over 4

The Minifigs line is one of the most extensive (forty-eight figures listed) and one of the most imaginative. There are Earth Fed troopers, Valka Spacewomen, and Herbicus plant creatures among others. There are even some strange critters called Cehan Pinheads (the origins of the coneheads?). The figures are molded in one piece and I was not particularly impressed with the few samples I sent away for. Still, over all, one of the better lines.

Final note: Getting into and playing miniatures can be very costly both in time and energy. No mean sum of dollars is required to put out a decent size force. (You'll certainly want a mix of 20-30 figures per side to avoid things going stale.) Sixty figures at 35¢ is over \$20 and that doesn't include such niceties as heavy weapons and vehicles. Painting requires the purchase of a fair range of supplies, even for the most rudimentary. (Of course you can always buy two cans of spray paint...) Painting a handful of figures can take all night which may or may not mesh with your time to devote to the hobby.

On the other hand, miniatures can be a lot of fun. They are more colorful and personal than boardgames and seem to generate a happier attitude among the players. We usually play in groups and become so absorbed by the color and excitement of the play to worry about who's winning.

by John Kador

This may very well be the first Diplomacy acrostic. To solve it, guess as many of the words defined below as you can, write them in on the numbered dashes, and then transfer them to the correspondingly numbered squares in the puzzle. Lined-out squares indicate spaces between words; if there is no lined-out square at the end of a line, the word continues on the next line. The letters that appear at the top of each square in the grid refer to the defined words below. The completed puzzle will read as a quotation from a published work, and the first letter of each filled-in word below, reading down, will spell out the author's name and the subject of the quotation.



- A. Disparages . . . . . D A M N S
- B. Iranian tribe member . . . . . O S S E I T
- C. Niacin . . . . . N C O T N C A C D
- D. Inactivity . . . . . H I B E R N A T I O N
- E. Tyron's The . . . . . O T H E R
- F. Stunted conifers . . . . . R U N T Y E W S
- G. Good Bad . . . . . T H E S
- H. Short on a sub . . . . . O H E S
- I. Exceptional . . . . . N O T E W O R T H Y
- J. Expression of annoyance . . . . . T U I
- K. Carthaginian general . . . . . H A P N B A C
- L. The whole ball of wax . . . . . E N C H I L D A
- M. Long playing condom? . . . . . E R E N C L E T T E R L P
- N. Sumptuous . . . . . R U C H
- O. Tyrannize . . . . . O P R E S S
- P. Headman . . . . . G A M E M A S T E R
- Q. Merriment . . . . . S P D R T

## THE WINNERS GAME

GM: David Forte, Apt. 412, 11800 Edgewater Dr., Lakewood, Ohio  
44107 (216) 226-0456

SPRING 1901: WINNERS LIVE UP TO THEIR BILLING: CRISP SURPRISING OPENING

AUSTRIA Kendter (3): A Vie-Bud\*, A Bud-Ser\*, F Tri-Alb\*

ENGLAND Stratton (3): F Edi-Nwg\*, F Lon-Nth\*, A Lvp-Yor\*

FRANCE Willemsen (3): A Par-Bur\*, A Mar-Pie, F Bre-MAO\*

GERMANY McSweeney (3): A Mun-Ruh\*, A Ber-Kie\*, F Kie-Den\*

ITALY Hudec (3): A Ven\*-Pie, A Rom-Apu\*, F Nap-Ion\*

RUSSIA Bassett (4): F StP-Both\*, F Sev\*-Bla, A Mos-Ukr\*, A War-Sil\*

TURKEY Goldston (3): A Con-Bul\*, A Smy\* H, F Ank\*-Bla

LONDON: Great Britain has unilaterally declared a 200 mile fishing zone. Any foreign vessel fishing in these waters will be subject to boarding to see if it is friendly or not. Friendly vessels will be allowed to fish in English waters providing the proper diplomatic arrangements have been previously made.

BERLIN: As the Twentieth Century dawns, the main objective of the German Empire is simple survival amid the everlasting ebb and flow of East West power struggles. By our steadfast reliability and our spirited defense of our freedom shall Germany be known among the Nations of Europe. Long live the legacy of Otto von Bismarck, Lieber Deutschland! (GM: who ever said survival for Germany is simple in Diplomacy)

FROM THE SHORES OF LAKE ERIE: I received on the due date for orders an envelope from the USPS in Minneapolis, Minnesota. Inside was a clear plastic bag holding an oil-blackened envelope. These were the orders from Mike Hudec. An accompanying notice read: "It is important that you are fully aware of the contents of this plastic bag before you remove the contents. Correspondence identified as yours had become entangled with the mechanism of our processing machinery....The lubricating fluid saturated the cover and the contents of the envelope. This fluid has the quality of a dye solution and is hard to remove from the skin and clothing." This letter is a form letter!! Nonetheless, Mike's orders got through. Thus the perils of USPS for Diplomacy players.

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## A FAVOR, PLEASE!

John Leeder has announced his second annual North American Zine and Gamesmaster Poll. As John describes it in his zine, RUNESTONE:

"In order to participate: 1) List all the North American zines which you currently receive, giving each one a rating on a scale of 1-10 (1 being unspeakably bad, 10 superb). 2) List all the gamesmasters of games in which you are currently playing, giving each a rating on a similar scale of 1-10.

"You may use whatever criteria you wish to arrive at your rating. If we get lots of entries, we should get an accurate overview of the tastes of the North American segment of the hobby.

"I will tally the results at the end of June..."

"...Please sign your ballot and indicate your most recent relation to the hobby. Please participate! Let's try and match the British level of activity this time..."

Mail your returns to John Leeder, 1211 5th St. NW., Calgary, Alta., Canada T2N 3B6

Please, please send in a rating. Last year CLAW & FANG came in 5th or 6th based on a rating sample of only eight or nine people. If C&F is going to score that low I would at least like a good sized sample to say so. So get a piece of paper right away and send in your list to John.

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## ROD WALKER'S GAME

There are still openings in the game Rod Walker is going to Guest Gamemaster in C&F. This will be done with his houserules. One important feature is that Rod uses a preference list while I do not. If you like to play specific countries this game is for you. Send me your \$3.00 and a preference list for Rod's game.

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1976 DE has ended in a 4-way draw between Austria (Kieth Dahnke), Germany (Dave Forte), England (John Weswig), and Turkey (Mike Hudec). Please send your statements to Gary as soon as possible.

## THE PRESS GAME

GM:FANGMASTER

SPRING 1901: WAR OF WORDS SHOWS MORE ACTION THAN WAR OF BLOCKS.

AUSTRIA Watson (3): F Tri-Alb\*, A Vie-Gal\*, A Bud-Ser\*

ENGLAND Winter (3): F Lon-Nth\*, F Edi-Nwg\*, A Lvp-Yor\*

FRANCE Schlickbernd (3): F Bre-MAO\*, A Par-Bur\*, A Mar-Spa\*

GERMANY Reges (3): F Kiel-Den\*, A Ber-Kiel\*, A Mun-Ruh\*

ITALY Reynolds (3): F Nap-Ion\*, A Ven-Tyo\*, A Rom-Nap\*

RUSSIA Fiack (4) F StP(sc)-Bot\*, F Sev\* H, A Mos-StP\*, A War-Ukr\*

TURKEY Hunt (3): F Ank-Con\*, A Con-Bul\*, A Smy-Arm\*

PARIS: A LONG TIME AGO IN A BOARDMAN MULLER FAR, FAR AWAY: (Mephisto Press): The Royal Mensapause Guards lay gibbering mathematical formulas and Erica der Hymen had to change her name. Dansk Whoretton surveyed the carnage he had wrought along with his elite cavalry, which, in proverbial press release fashion, arrived too late to help Dansk. This left all the fun to the Number One Hun, but he was strangely unsatisfied. "Time for a vacation," he muttered to himself, "Ah, to see Paris again, the Awful Tower, the Chumps I'llseeya, the women to violate..." Dansk dreamed on, but thankfully for the readers, he surpassed the 100 word limit for this time.

ANKARA--National Inkwirer (from "Lurid Tales"): "...so just as I was hauling in my fish, I seen this kinda big thing swimmin' at me. It climbed right up on the boat. I got a good look at it afore I whopped it with the oar. It was like a big bear 'cept it had scales and webbing."

ANKARA: High naval officials scoff at the growing rumours of "Sea Bears" which are making the rounds at the wharves. "We categorically deny the truth of such rumours. The ignorant peasant population is easily excited. I think we can trace this particular rumour back to the showings of the American film The Creature from the Black Lagoon. As you know the movie enjoyed great popularity last month. Its Turkish subtitles incorrectly identified the movie as The Creature from the Black Sea.

SACRAMENTO: The following could be datelined either MONTEREY or BLACKPOOL.

No black press is quite a distress,  
So we'll fix the mad fang,  
And not dateline a thing.  
To make matters worse,  
I'll set Press in verse.  
It won't even be clever  
And it won't always rhyme or set meter either.  
But the worst thing of all,  
Is my spelling's appaul-  
Ing, and vocabulary stalling.  
So I beg you, reconsider, so I don't completely dither.

No, black press is out...however, Black Sea and Black Death is okay.

BUDAPEST: The surprise announcement of the death of the Archduke has filled the city with sorrow. His successor, the Princess Clarina, has ascended to the throne under a cloud of confusion. More on this later.

BERLIN: Today the greatest minds and authors assembled here in the persuit of the perfect insult to the Reich's enemies. Much heated discussion as the parties tried to hammer out the insult. As of now, still no real progress has been made since some rulers have not made it a point to declare their status. Who will we insult? Only time will tell.

MUNICH: After a heary intake of brew, the Regal Reich Radiers march out to conquer and rape, pillage, burn, and preach the gospel to the heathen. We hope there is no sudden interest in France for Burgundy grapes as that might cause a sudden need for more beer. This is deemed wasteful.

MOSCOW: The energetic Tzar of Russia recently ordered an investigation of the country's postal system. Tzar James was quoted as saying, "Surely with the spring melts, the correspondences of my many neighbors would have arrived by now. When reminded that this was the "press game", the Tzar rationalized that all energy must have been directed to that form of correspondence, or so he hopes.

ROME: Italy is nonbelligerent! Italy is peaceful! Italy calls for a 7-way draw! Black press! Black press! Female press! Old folks press!

SACRAMENTO: In the event that the 7-way draw fails, please submit Fall orders and press by June 10.

The Front di Liberation du Diplomacy  
... a medium for Diplomatic Expediency  
... a LA GUERRE Publication

a reprint from

LA GUERRE

by: Buddy Tretick

An overview to Air Sea I, a regular Diplomacy Variant designed in concept by Dave Bischoff, designed in fact by Buddy Tretick, copyrighted by Buddy Tretick, and reprinted by Bernie Oaklyn for Claw & Fang.

Air-Sea I, although a variant, is indeed similar to the game called Diplomacy. This variant uses the gameboard (map), and basic rules and units used in the game of Diplomacy.

In addition to the army and fleet, this game employs the airplane and the submarine.

In regular Diplomacy, the army and the fleet have: a movement factor of one space per move season; an attack factor of one; a support factor of one, unless that support is rendered invalid by the rules of play; and, a defense factor of one.

The domain of the army is limited to land provinces (with the obvious exception of the convoy function); the domain of the fleet is limited to sea spaces and coastal land provinces.

Thus, the army and the fleet must deploy in NORMAL SPACE.

The use of the submarine adds DEPTH to the game ... depth, indeed, since the submarine may be ordered to the sub-space, ie, beneath the seas. In other respects, the submarine is equal to the fleet in that the submarine may go where and do what the fleet does, except perform the convoy function.

The airplane adds HEIGHT to the game ... height, indeed, since the airplane deploys in air-space, i.e., above the earth and seas, into the skies. Except for movement factor, the plane is used much like the army. However, planes must fly to perform any function at all: the plane may not defend, i.e., the plane may not HOLD.

The plane has a movement factor of four; it does not cost a movement factor to take off, but it does cost a movement factor to land. The plane attacks and supports like the other three units. When the plane attacks an empty province, it prevents retreats to that space.

If interested in a game of AIR SEA I DIPLOMACY write Bernie Oaklyn, 13412 Brackley Terrace, Silver Spring, MD 20904.

This is the second in a series of "Same-Board" variants. (Last month's Coast-Running variant by Eric Verheiden was the first.) If you have a variant, or even a favorite rule change you like, or would like, send it in. For example, many people don't like the idea that a dislodged unit can still cut support. (Jerry Jones, I believe, was one that recently commented on this.) So send in your variants and ideas. Usual rates will apply.

\* \* \* \*

#### MONTHLY HOROSCOPE

Gemini (born May 21 to June 20)

The dominant feature about Geminis is their duality. This manifests itself in bisexuality, schizophrenia, or just being plain old two-faced. Because of this inherent duplicity, Geminis do well as lawyers, politicians, travel guides, and diplomats. As this indicates, they often do well in Diplomacy, dismissing vicious stabs by saying, "It was the other me that did it."

5/10/78

MENSA 7

1977CY

GM: FANGMASTER

SPRING 1905: RUSSIANS LAND IN ENGLAND. EXPANSIONISM WAVE HITS  
AUSTRIA. ITALIANS COMPLETE PASTAZATION OF TURKEY.AUSTRIA Reges (7): F Ion-Tun\*, A Tri-Tyo\*, A Bud-Vie\*, A Rum-Ukr\*, A Ser\* S A Bul-Rum\*,  
A Vie-Boh\*

ENGLAND Compton (5): F Wal\* S F Iri-Eng\*, F Nwy\* S F Lon-Nth\*, F NAO-Nwg\*

FRANCE Funkenbusch (6): F Eng-MAO\*, F Mar-Spa(sc)\*, A Bur-Par\*, A Pic-Bre\*, A Bel-Bur\*,  
A Bre-Gas\*

GERMANY Straten (4): F Hol-Kie\*, A Ruhr\*-Mun, A Den-Swe\*, A Mun\*-Ber

ITALY Bassett (8): F EMed\* H (unordered), F Ion-Tun NSU, F Con-Aeg\*, F Rom-Tus\*,  
F Nap-Tyn\*, A Ven\* S AUSTRIAN A Tri-Tyo, A War\* H, A Smy-Ank\*, A Pru\*-Ber

RUSSIA Reynolds (3): F Nth-Edi\*, A Mos-StP\*, A Sev-Mos\*

TURKEY C.D. (1): A Arm\* H

FALL 1905 due June 10. There has been a call for a vote on an Austrian-Italian draw.

VIENNA: See invading Austria conquer. Ha! Ha! Ha!

MUNICH: The Italian sausage didn't taste very good either. How about Berliner schnitzel?

MENSA 8 GM: FANGMASTER

FALL 1901: FRENCH TAKE MUNICH, AUSTRIANS TAKE WARSAW, AND  
FIVE CENTERS RETAIN NEUTRALITY.

AUSTRIA Funkenbusch (3): F Alb\*-Tri, A Gal-War\*, A Bud-Rum\* CTRS:Home,WAR,RUM(5)bld 2

ENGLAND Young (3): F Nwg\*-Nwy, F Nth\* C A Yor\*-Hol CENTERS: Home (3) even

FRANCE Bassett (3): F MAO-Por\*, A Pic-Bel\*, A Bur-Mun\* CTRS: Home,POR,BEL,MUN(6)bld 3

GERMANY Koenig (3): F Den\*-Swe, A Ruhr\* S A Kiel-Hol\* CTRS: Maa,Kie,Ber,DEN,HOL(4)bld 1

ITALY Greenberg (3): F Ion\* C A Apu-Tun\*, A Ven\*-Tri CTRS:Home,TUN(4) build 1

RUSSIA Compton (4): F Both\*-Swe, F Rum-Sev /d/ annihilated, A StP\*-Nwy,

A Ukr\* S F Rum-Sev CENTERS: Nwy, Sev, StP, Mos (3) even

TURKEY Straten (3): A Arm\* S F Bla\*-Sev, A Bul\* S AUSTRIAN A Bud-Rum CTRS:Home,Bul(4)  
NEUTRALS: Swe, Spa, Nwy, Ser, Gre ] build 1

WINTER 1901 builds due June 10.

BLACK SEA: The expected Russian-Turkish joint military exercise in the Black Sea failed to materialize. Rumor has it that the admiral of the Russian fleet is vacationing somewhere between Brazil and Texas. The Turkish admiral was rather disappointed because fleet maneuvering in the Black Sea is always fun.

PARIS: It was reported that communications were lost on the Eastern front and rumors abound of a mad rush of tourists to Munich. (After too much Burgundy the French forces probably are reading their calendars backward.) \*

1975HG and 1977CW will be sent when ready.

Have you seen the movie, "The Creature From  
The Black Sea"? See page 8 of  
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